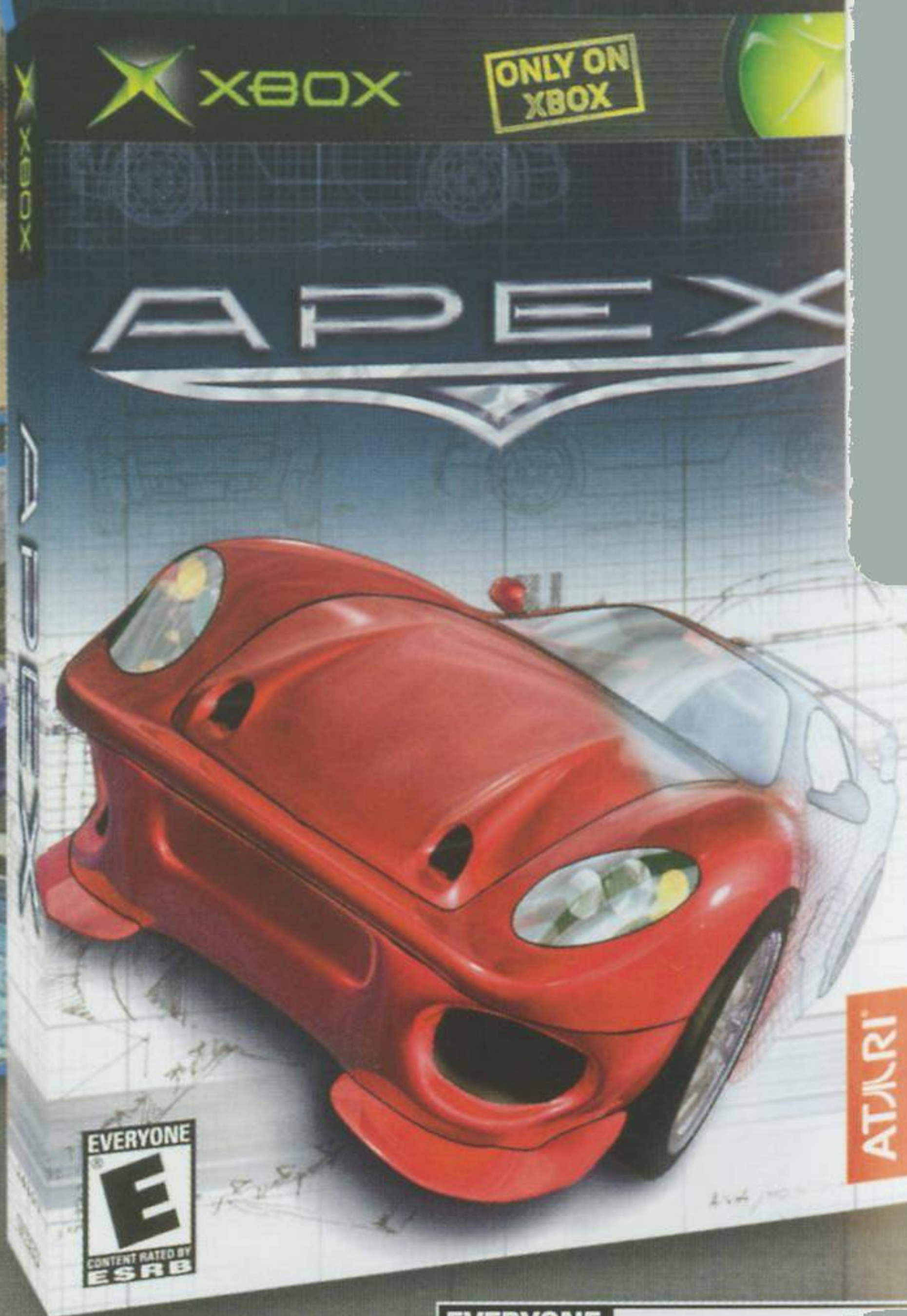


# AVAILABLE NOW!



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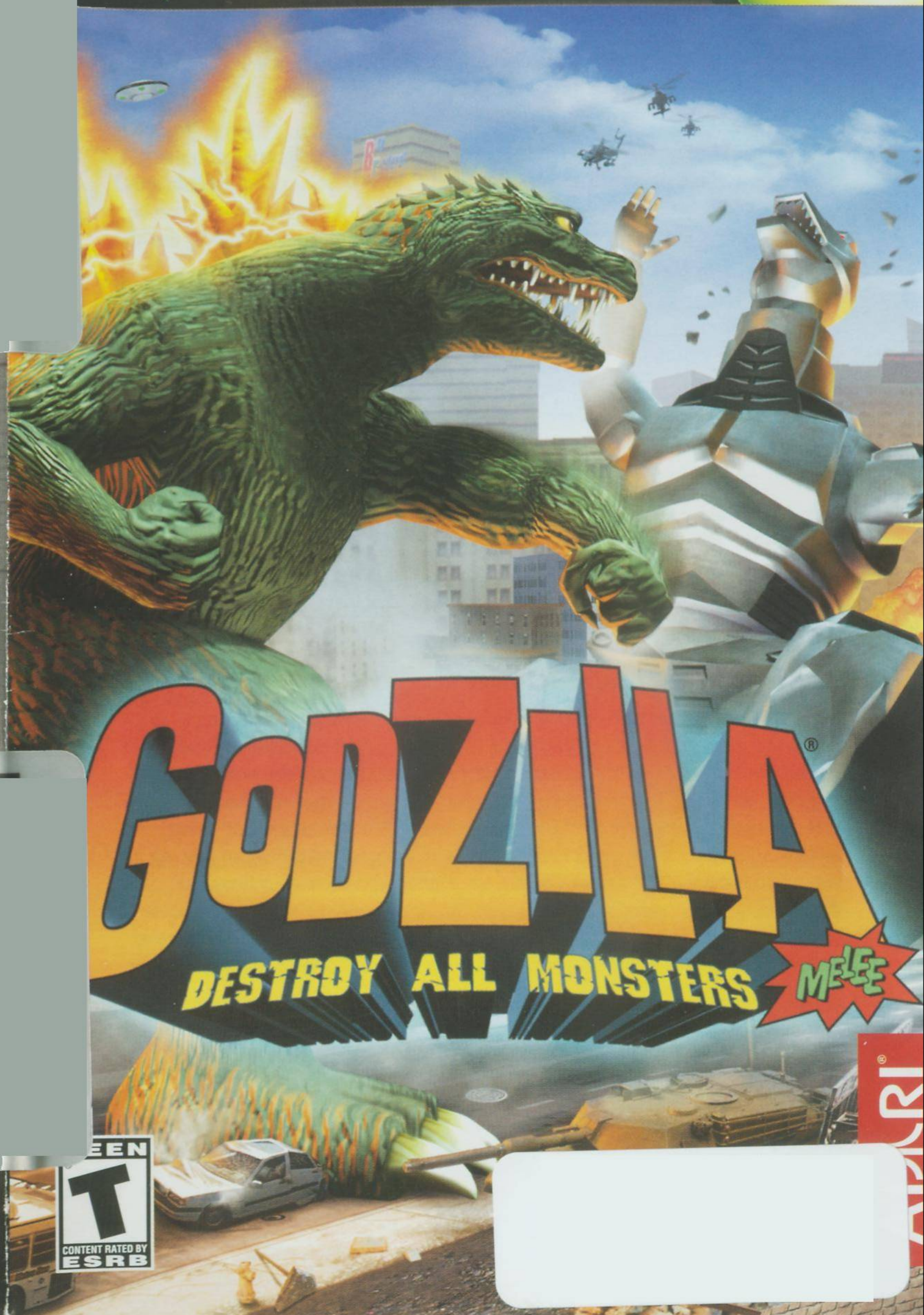
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## About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

## Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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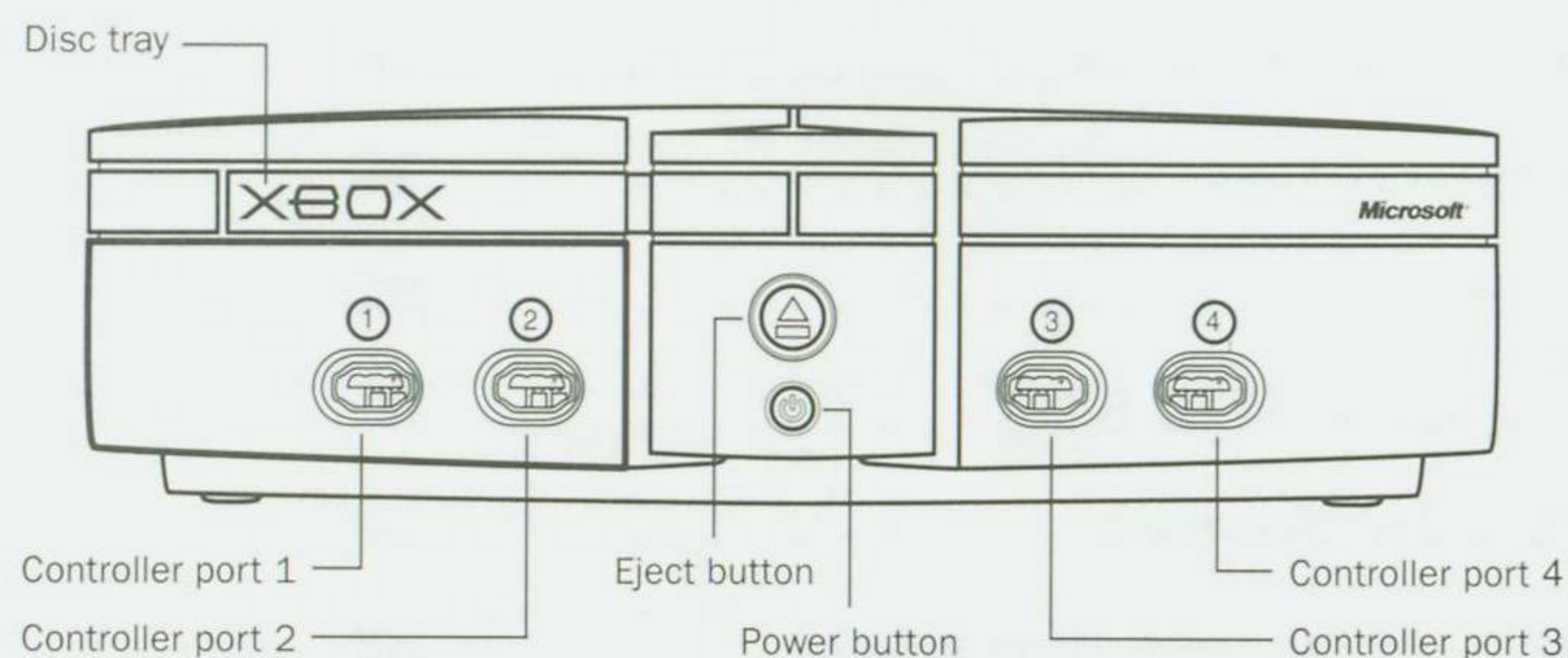
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# GETTING STARTED

## Using the Xbox™ Video Game System

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **Godzilla®: Destroy All Monsters Melee** disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing the **Godzilla®: Destroy All Monsters Melee** game.



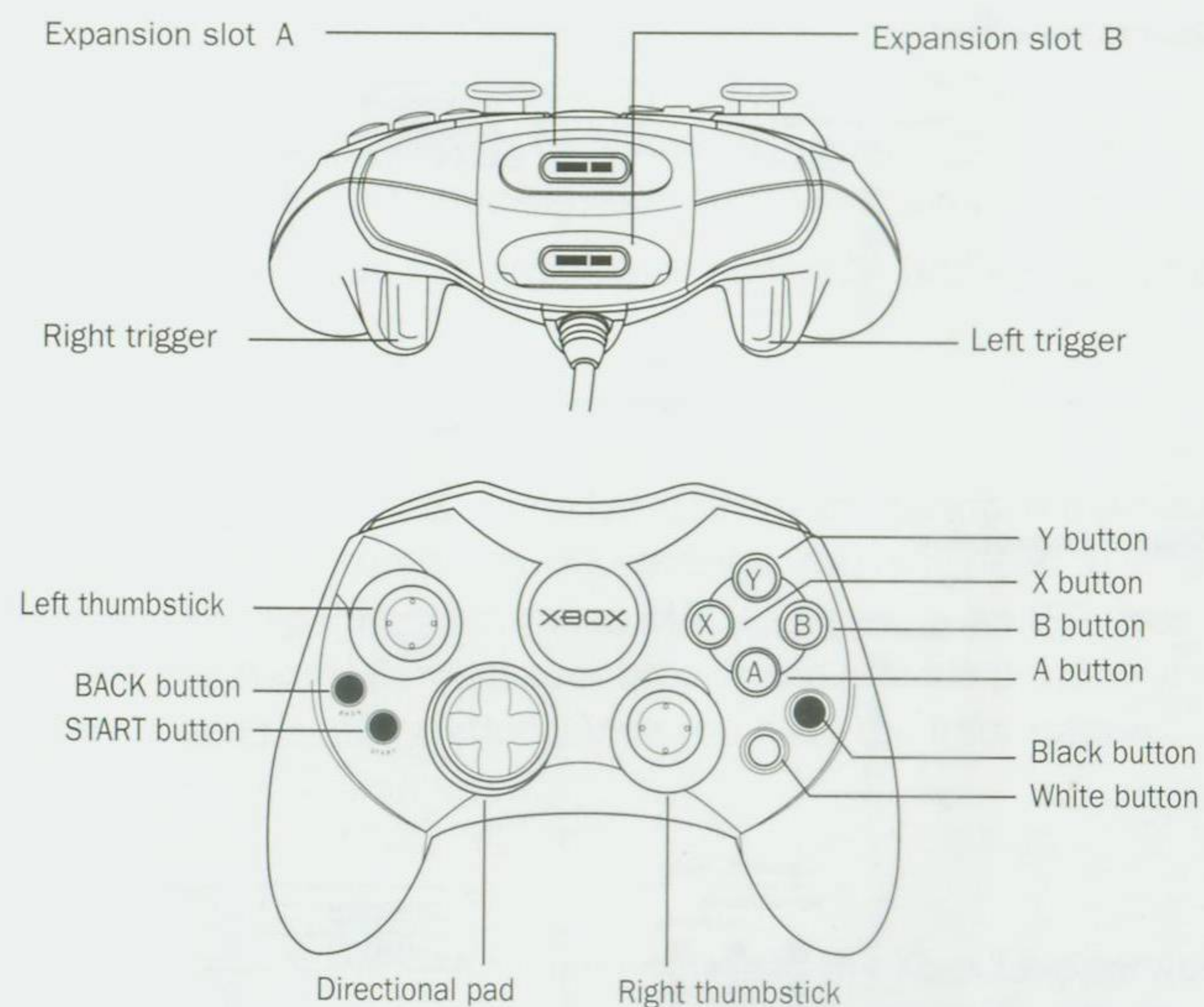
## Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

## Using the Xbox Controller

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play the **Godzilla®: Destroy All Monsters Melee** game.



## Connect to Xbox Live

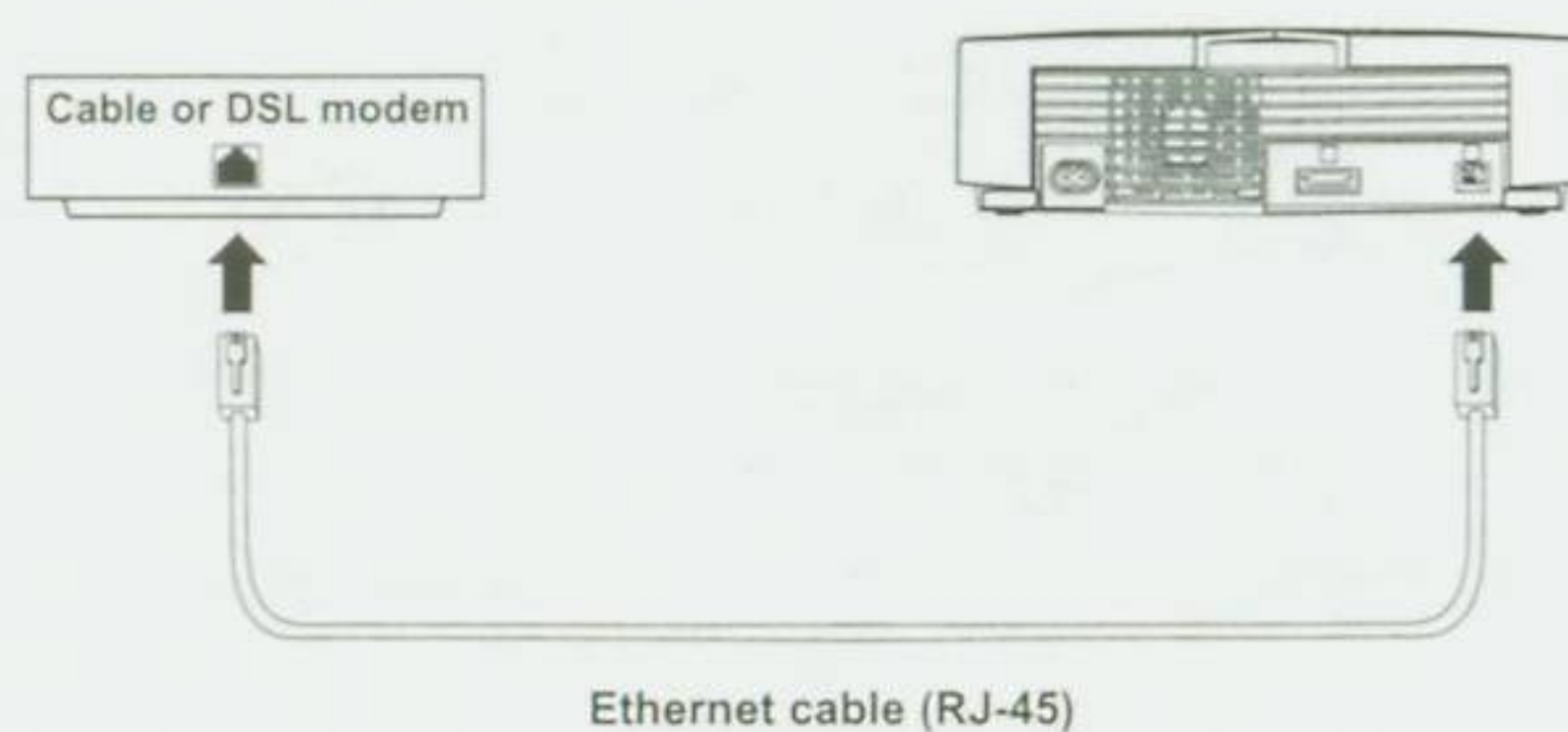
Important! Before using this product, read the Xbox Instruction Manual for important safety information and health warnings.

### Step 1: Connect

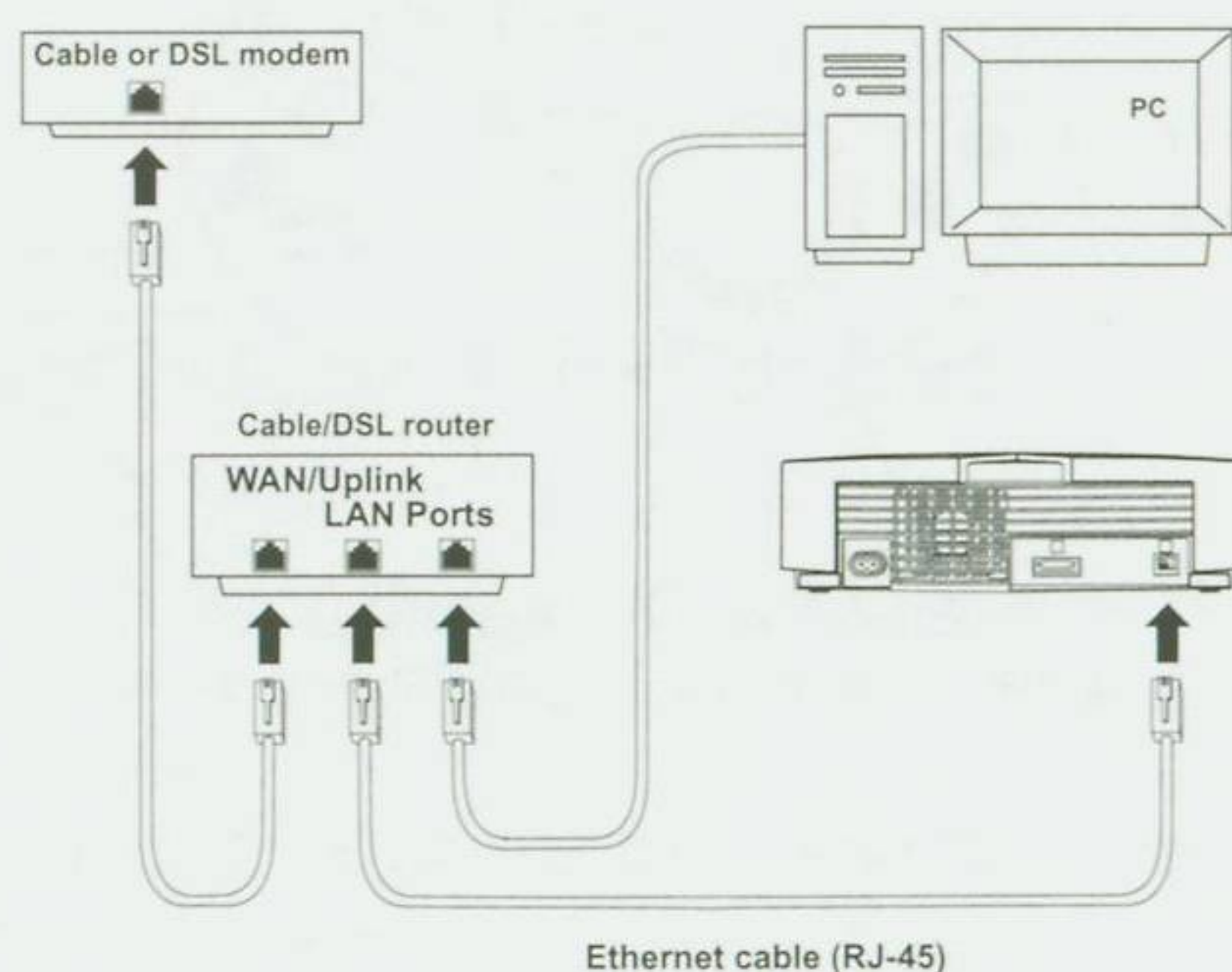
To connect your Xbox console directly to broadband, see diagram A. Or, to share your broadband connection with a PC, see diagram B.

For more details and other home networking options, including Internet connection sharing, see [www.xbox.com/live](http://www.xbox.com/live).

#### A. Direct Connection



#### B. Shared Connection



## Step 2: Go Live

**Important!** Xbox Live™ is a subscription service. You will need a subscription code to set up an Xbox Live account and play online. To find out how to get a subscription code, visit your local retailer or see [www.xbox.com/live](http://www.xbox.com/live).

You'll need to set up an Xbox Live account to play games online. Here's how:

1. Insert an Xbox Live Starter Kit disc or game disc into the disc tray. Check game packaging to see if the game supports Xbox Live play.
2. From within the game, select the option for Xbox Live.

At this point, the Xbox console will try to go online. If it works, create your Xbox Live account by following the instructions on screen and entering your subscription code when prompted.

If the Xbox console can't go online automatically, you'll get an error message. Go on to Step 3.

### Step 3: Configure (if necessary)

If you can't go online automatically, use Network Setup in the Xbox Dashboard to enter some network settings. You may need to enter information such as a host name, a MAC address, or an ISP user name and password. Contact your broadband service provider if you don't have this information. Once you have the information, enter it in the Xbox Dashboard.

### Need more help?

Should you have any problems connecting to the Xbox Live service, do not attempt to take apart, service, or modify the Xbox console or peripherals in any way. Doing so could present the risk of serious injury or death from electric shock or fire and will also void your warranty. For additional assistance see [www.xbox.com/live](http://www.xbox.com/live) or call the Customer Support number:

- United States and Canada: 1-800-4MY-XBOX (1-800-469-9269)
- TTY users (requires special equipment for hard of hearing):  
United States and Canada: 1-866-740-9269 or 1-425-635-7102

# SAVING & LOADING

**Godzilla®: Destroy All Monsters Melee** saves up to four profiles on your Xbox hard disk. Choose your player profile (1-4) at the Select Profile screen. You can choose Play Game or Clear Data. If you do not have enough space on your hard disk for the game, use the Xbox Dashboard to delete unnecessary files. Please refer to your Microsoft Xbox Instruction Manual for details.

## CONTROLS

### MENU CONTROLS

left thumbstick or directional pad .....	Change selection
A button or START button .....	Confirm selection
B button or BACK button .....	Previous menu
A button or START button .....	Skip movie

### GAME CONTROLS

left thumbstick or directional pad .....	Move monster
right thumbstick .....	Aim Projectile Attack (Wiggle this control to display player number in 3- and 4-player modes)
A button .....	Punch
X button .....	Kick/ Get Up Attack (when on the ground)
B button .....	Fierce Attack/ Get Up Attack (when on the ground)
Y button .....	Block
left trigger .....	Run/Duck
right trigger .....	Tap to Jump/ Press and hold to Fly (certain monsters)

Black button .....	Press and hold to charge Primary Beam Attack/ Tap to fire Projectile Attack (if available)
White button .....	Grab/ Throw while holding opponent or building. You can also press the <b>A button</b> to throw. Press the <b>X button</b> or <b>B button</b> for special throws
A button + X button .....	Grab (an alternative to pressing the <b>White button</b> )
A button + B button .....	Rage Attack (when in Rage Mode)/ Roar (when not in Rage Mode)
B button + X button .....	Taunt
left thumbstick button .....	Run/Duck
right thumbstick button .....	Press and hold to charge Primary Beam Attack/ Tap to fire Projectile Attack (if available)

### Move

Both the **left thumbstick** and **directional pad** move your monster around.

### Aim

The **right thumbstick** controls your monster's head. When firing a Projectile Attack, aim with the **right thumbstick**. Holding down the **right trigger** aims automatically at flying targets.

### Punch

Press the **A button** to punch an opponent. While standing still, press the **A button** to attack with a quick jab punch. While walking or running toward an opponent, press the **A button** to attack with a harder, slower punch.

## Block

Press the **Y button** to block all attacks except sweeps. Press the **left trigger** to duck while blocking. Monsters ducking while blocking will block sweep attacks, but will be vulnerable to overhead attacks. Both blocks reduce the damage taken from energy weapons by half, and also prevent knockdowns.

## Run/Duck

Press the **left trigger** while moving to move faster. Monsters face nearby opponents automatically unless the **left trigger** is pressed.

While standing still, press the **left trigger** to duck. This enables most monsters to avoid Projectile Attacks (unless the opponent targets with the **right thumbstick**).

## Jump

Press the **right trigger** to jump in any direction, or straight up.

## Fly

Some monsters can fly. For these, press and hold the **right trigger** to make your monster fly. **Note:** Flying drains energy.

## Grab

Use the **White button** or **A button + X button** to Grab. This lifts an opponent over your monster's head, giving you the opportunity to throw it with any of your three throws. You must throw the opponent quickly using the **White button** (or **A button**), **X button** or **B button**, otherwise your monster will tire and drop the opponent back to the ground.

When you are near a flashing red building, and out of range of another monster, your monster may pick up and throw the

entire building.

If your monster is held in a grab, you can mash buttons to be dropped more quickly. If you are tired, you can also mash buttons to shake off fatigue.

## Fire Weapon

Press and hold the **Black button** to charge your monster's primary beam weapon; release the **Black button** to fire. Charging increases the power of the weapon as well as the duration of the blast. Flying monsters may access their beam weapon in the air by using the **Black button**.

In addition to a primary beam weapon, many monsters have a secondary projectile weapon. Tap the **Black button** to fire the projectile weapon. Secondary weapons require a lot of energy and won't function without the proper energy level.

Mechagodzilla™ and Mecha-King Ghidorah™ use ammo for their secondary weapons, rather than energy.

Hedorah™, the smog monster, randomly enters any arena at any point in the game. While Hedorah™ flies around, the pollutants left in its path make it difficult for monsters to recharge their Energy Bars. Hedorah™ will eventually evaporate or you can attack with a beam weapon to vanquish Hedorah™ immediately.

## View Player Number

Sometimes the action is so fast and furious that it's easy to lose track of which monster you're controlling — especially in 3- and 4-player games when two or more players are playing as the same monster. In multiplayer games, at the beginning of each round, you will see player number indicators over the heads of human-controlled monsters. Wiggle the **right thumbstick** back and forth any time you want to see your indicator. Or, just stand in place for a few seconds and it will appear.

## MAIN MENU

Use the **left thumbstick** or **directional pad** to move through the Main Menu. Press the **A button** or **START button** to confirm a selection. Press the **B button** or **BACK button** to cancel a selection and return to a previous menu.



## Get Updates

This menu option appears when there is new Downloadable Content available for **Godzilla: Destroy All Monsters Melee**. To use this feature, you must be connected to Xbox Live (see page 4, "Connect to Xbox Live," for additional details).

**Note:** Downloadable Content may not be available for some users in some regions.

## Versus Mode (1 or 2 Players)

Go head-to-head against a single monster (1 player) or battle a friend (2 players). You can set the number of rounds and the length of each round in the Options menu. To win a round, you must KO (Knock Out) your opponent, or have the most health remaining when time runs out. After a Versus Mode battle, you have the option to fight again.

## Adventure Mode (1 Player)

In Adventure Mode, choose your monster and head into battle against up to eight monsters, one at a time. The goal is to defeat all of the monsters and stop the Vortaak. Each battle takes place in a different location. To win a round, KO your opponent. The Clock is shown at the top center of the screen.

### Continue

If you lose a battle, you may choose to continue. In Easy mode (see page 13, "Gameplay") you have infinite continues. Medium and Hard modes allow a maximum of three continues. Continues are displayed in the Monster Status HUD.

## Survival Mode (1 Player)

Try to KO as many opponents as possible with a single health meter — no Continues. Your score is based on how many monsters you KO before you are defeated, and how quickly you beat them. All of the battles take place in a single arena.

There is a three-minute time limit for each battle. You must KO your opponent before time runs out, or the game is over. The timer resets for each fight. The Results Screen is shown at the end of each fight. Press the **A button** or **START button** to proceed to the next opponent.

You get 500 points for each win, plus a Time Bonus for defeating an opponent quickly. Your health bar is replenished after each fight, but the amount of health you get diminishes as you progress through the battles.

## Melee Mode (1 to 4 Players)

A Melee is a free-for-all battle between two to four monsters. Your opponents can be humans or COM (computer-controlled) monsters. Player 1 chooses the COM monsters. KO'd monsters respawn with full health and energy.

The player with the highest point total at the end of each round wins that round. Points are awarded for knockdowns, KO's, Style Bonus (attack combos) and Health Points. The player who wins the set number of rounds or has the most points at the end of a KO-a-thon is declared the Melee champ.

## Team Battle (1 to 4 Players)

Team Battles are Melee battles in which monsters are divided into red and blue teams. Three or four monsters are required for a Team Battle. You can choose any combination of human and COM opponents. Player 1 chooses the COM monsters and team colors.

Although it's possible to strike your teammate, you are not awarded points for doing so. Instead, concentrate your attacks on opposing team members to increase your score. At the end of the round, the points for each team member are totaled for the final team score. During a Team Battle, your weapons do not lock onto your teammates at close range as they do with opponents.

## Destruction Mode (1 to 4 Players)

Destroy buildings to increase your score in Destruction Mode. You can play by yourself or against human opponents. You can play either one round and adjust the time limit in the Options menu, or you can play a set number of two-minute rounds similar to Melee Mode.

Every structure in a city is destructible and has a Destruction Point value. Large buildings offer more Destruction Points, but are more difficult to topple. Small buildings are easily destroyed but offer fewer points. When a building is destroyed, a number representing the point value rises up from the dust.

Destroy a building completely to score points. The player delivering the final blow to the building gets the points. So, watch out for other monsters looking to take points by toppling a building you've

been pummeling. You can still KO opponents in Destruction Mode, which is especially helpful for dealing with "point-stealers." KO'd monsters respawn with full health and energy after a short time.

## Gallery

The Gallery contains original artwork and special high-resolution images of the classic monsters used in the game. As they appear, collect Atari logo pickups to unlock the pictures. For every pickup you collect, one Gallery image is revealed.

## Options

See below, "Options."

## Select Profile

This brings you to the Select Profile screen where you can save and load game profiles to the Xbox hard disk. See page 6, "Saving & Loading."

## OPTIONS

### Get Updates

This menu option appears when there is new Downloadable Content available for **Godzilla: Destroy All Monsters Melee**. Select this option, then follow the onscreen instructions to download game updates and/or new cities.



## Gameplay

**Difficulty:** Choose Easy, Medium or Hard. (The Difficulty setting affects Survival, Single Player Versus, Adventure Mode, and Melee and Team Battle when playing with COM monsters.)

**Rounds:** Change the number of rounds fought in each battle to 1, 3 or 5 (Versus Mode only).

**Round Time:** Change the number of minutes in each round, from 1–10 (Versus Mode only).

**Reset Arenas:** Select Yes to rebuild the demolished arena buildings between rounds.

## Rules

**Melee:** Choose a single, timed KO-a-thon or several three-minute rounds. Players may adjust the length of the KO-a-thon or the number of rounds needed for victory. The player with the highest score at the end wins.

**Team Battle:** Choose a single round with an adjustable time limit, or several two-minute rounds. The team with the highest team point total wins.

**Destruction Mode:** Choose a single round with an adjustable time limit, or several two-minute rounds. The player with the highest score wins.

## Sound

**Voice-overs:** Adjust the volume of the voices in the game and menus.

**Music:** Adjust the music volume.

**Sound Effects:** Adjust the hit sounds, building destruction noise and other sound effects.

**Soundtrack:** Select the Godzilla® soundtrack or your own custom soundtrack. You can choose from any custom soundtrack that you've created in the Xbox Music area (found by selecting Music in the Xbox Dashboard).

## Video

**Brightness:** Set the overall brightness level for the best image on your television.

**Contrast:** Set the overall contrast level.

**Reset Defaults:** Set the Brightness and Contrast to their original values.

**Note:** The **Godzilla®: Destroy All Monsters Melee** game supports 480p progressive scan display (720p and 1080i modes currently not supported). See your Xbox Instruction manual for details.

## Stats

**Top Ten Lists:** View the rank, score, name and monster of choice of the top 10 players for Survival and Adventure modes on each difficulty level. Move up or down with the **left thumbstick** or **directional pad** to select mode. Move left or right with the **left thumbstick** or **directional pad** to select difficulty level.

## Controller

**Vibration:** Select your controller and press the **A button** to toggle vibration ON/OFF.

## THE GAME SCREEN

Keep an eye on the game screen for important information:

### Monster Status:

Displays a monster's status during a game session.



### Round Timer:

Counts down the time left in the round.

## Monster Status HUD Detail

**Health Bar:** Shows how much health you've got. When it's empty, you're knocked out.

**Rage Mode:** The HUD glows red when you pick up a Rage power-up, to indicate that you are in Rage Mode.



**Energy Bar:** Your Energy Bar decreases when you use your Primary Beam Weapon or other special moves. Energy recharges slowly during the match.

**Monster Name:** Pretty obvious.

**Points:** Displays the number of points you've scored in Melee, Team Battle or Destruction Mode.

## POWER-UPS

Power-ups, which are dropped by UFOs, come in several flavors. Simply walk into them to receive their benefits.

### Health Power-up

Pick up a Health power-up for a life-saving boost.

**Note:** There are no Health power-ups in Survival Mode.



### Rage Power-up

Acquire a Rage power-up to enter Rage Mode. Your attacks become more powerful in Rage Mode. Before Rage wears out, perform the devastating Rage Attack (**A button + B button**), a special move available only while you're in Rage Mode.



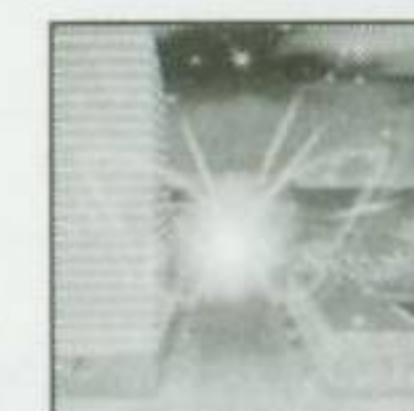
### Energy Power-up

Energy power-ups completely restore your energy meter and temporarily increase your energy recharge rate. Additionally, energy power-ups increase ammo counters for those monsters that use ammo.



### Mothra™ AirStrike Power-up

When you pick up the Mothra™ AirStrike power-up, Mothra™ is immediately summoned to swoop in and strike your opponent with her antenna-beam weapon. Mothra™ makes several passes, attacking the monster nearest you. If your opponent acquires the power-up and Mothra™ attacks you, hit Mothra™ with a Beam Weapon to make Mothra™ exit the arena.



### Atari Pickup

Collect Atari logo pickups to unlock Gallery pictures. For every pickup you collect, one Gallery image is revealed.

**Note:** Atari pickups are only available when the game Difficulty option is set to Medium or Hard.



## MEET THE MONSTERS

There are 12 playable monsters in the game — each with its own resistances, vulnerabilities, unique attacks and weapons. Learn the special moves of each monster to maximize that monster's effectiveness. Unlock monsters by playing the game in Adventure Mode.

### HOW TO EXECUTE MONSTER MOVES

In the following tables, “press up” means press up on the **left thumbstick** or **directional pad**. To “press down,” press down on the **left thumbstick** or **directional pad**. To “press toward opponent” or “press away from opponent,” press toward or away from your opponent (left or right, depending on which side of the screen you're on).

## Godzilla® 90's

ATTACK ■■■■■  
DEFENSE ■■■■■  
SPEED ■■■■■  
WEAPONS ■■■■■



### EDGED ATTACKS

Bite	Press <b>A button</b> , <b>A button</b> , <b>A button</b>
Running Punch	While running, press <b>A button</b>
Single Hammerfist	Press toward opponent + <b>A button</b>
Uppercut	Press down + <b>A button</b>
Overhand Attack	Press up + <b>A button</b>
Double Kick	Press away from opponent + <b>X button</b>

### BLUNT ATTACKS

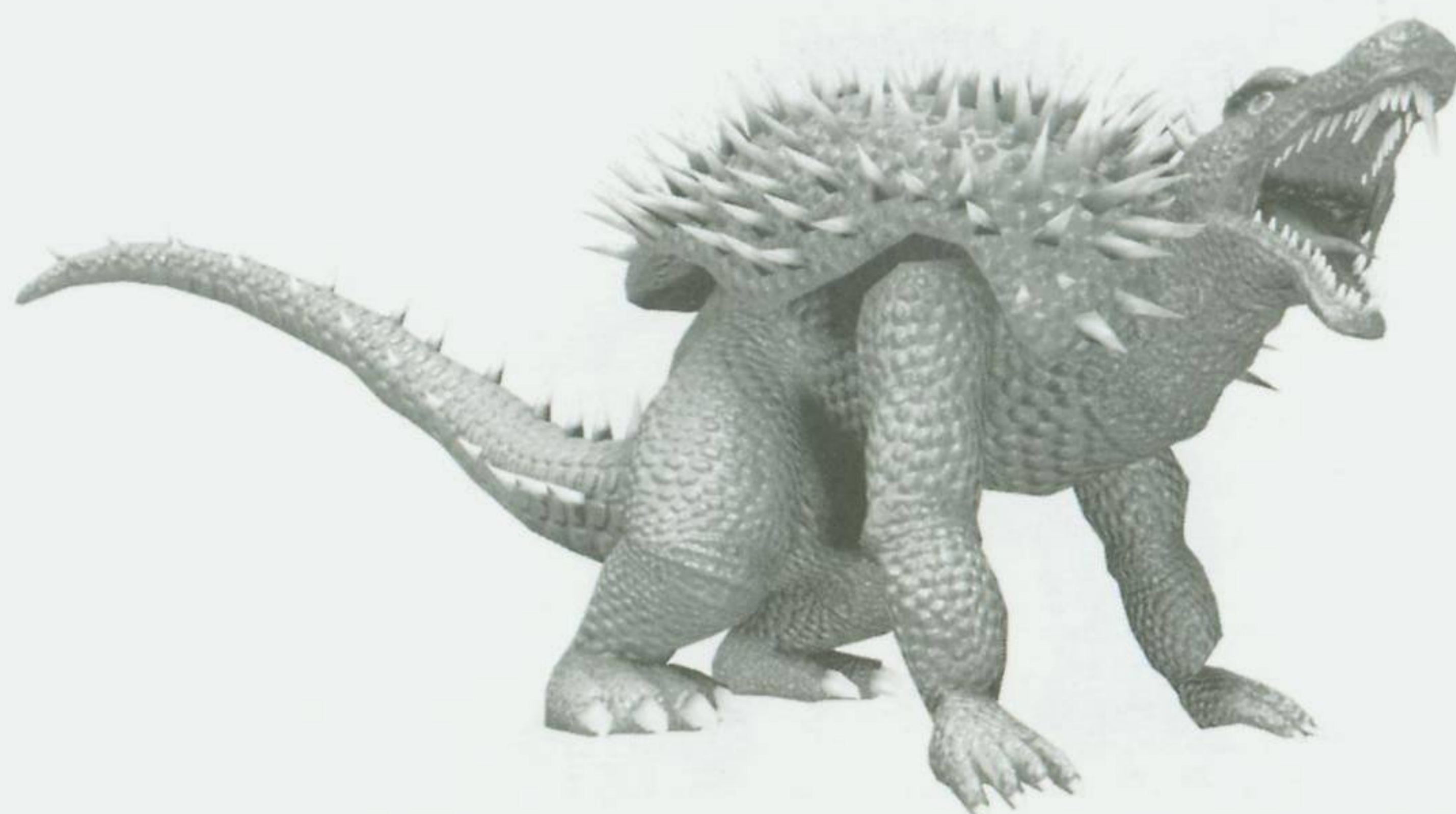
Stomp	Press down + <b>X button</b>
Headbutt	Press toward opponent + <b>X button</b>
Double Hammerfist	Press away from opponent + <b>A button</b>
Tail Reverse	Press away from opponent + <b>B button</b>
Tail Uppercut	Press toward opponent + <b>B button</b>
Tail Whip	Press up + <b>B button</b>
Tail Sweep	Press down + <b>B button</b>
Tail Slam	With opponent to the rear, press <b>B button</b>

### ENERGY ATTACKS

Atomic Breath	Press and hold <b>Black button</b> to charge; release to fire
Atomic Fireball	Tap <b>Black button</b> (requires 60% energy)
Atomic Shockwave	While in Rage Mode, press <b>A button</b> + <b>B button</b>

Anguirus™

ATTACK ■■■■  
DEFENSE ■■■■■■  
SPEED ■■■■  
WEAPONS ■■■■



EDGED ATTACKS	
Front Flip	Press up + <b>A button</b>
Impaling Backflop	<b>A button</b> with back to opponent
Bite	Press down + <b>X button</b>
Horn Charge	Press toward opponent + <b>X button</b>
Thunderball	Press toward opponent + <b>B button</b>
Air Spin	Press up + <b>B button</b>
Tail Spin	Press down + <b>B button</b>
4-foot Tail	While on all fours, press <b>B button</b>
BLUNT ATTACKS	
Forefoot Stomp	Press down + <b>A button</b>
Mule Kick	Press up + <b>X button</b>
Drop Kick	Press away from opponent + <b>X button</b>
ENERGY ATTACKS	
Sonic Roar	Press and hold <b>Black button</b> to charge; release to fire
Energy Spikes	While in Rage Mode, press <b>A button</b> + <b>B button</b>
MISCELLANEOUS MOVES	
Shell Block	<b>Y button</b> turns spiked shell towards enemy
4-legged Defense	While on all fours, Anguirus™ is immune to sweeps and overhead attacks, and takes half damage from weapon fire

Megalon™

ATTACK ■■■■  
DEFENSE ■■■■  
SPEED ■■■■  
WEAPONS ■■■■



EDGED ATTACKS	
Drill Punch	While running, press <b>A button</b>
Root Canal	Press down + <b>A button</b>
Jumping Dive	While jumping, press <b>B button</b>
BLUNT ATTACKS	
Overhaul	Press up + <b>A button</b>
Backhand	Press away from opponent + <b>A button</b>
Horn Uppercut	Press toward opponent + <b>A button</b>
Slugger Kick	Press away from opponent + <b>X button</b>
ENERGY ATTACKS	
Electric Bolts	Press and hold <b>Black button</b> to charge; release to fire
Napalm	Tap <b>Black button</b> (requires 60% energy)
Advancing Energy Arc	Press up + <b>B button</b>
Magnetic Vortex	While in Rage Mode, press <b>A button</b> + <b>B button</b>
MISCELLANEOUS MOVES	
Burrow	Press <b>left trigger</b> + <b>right trigger</b> to burrow; press <b>A button</b> to stop burrowing
Fast Burrow	While burrowing, hold <b>left trigger</b> to burrow quickly
Burrow Grab	While burrowing, press <b>White button</b>
Ditch Digging	Press down + <b>B button</b>
WEAKNESS	
Blunt Attacks	Blunt attacks deal extra damage and confer additional knockback to Megalon™

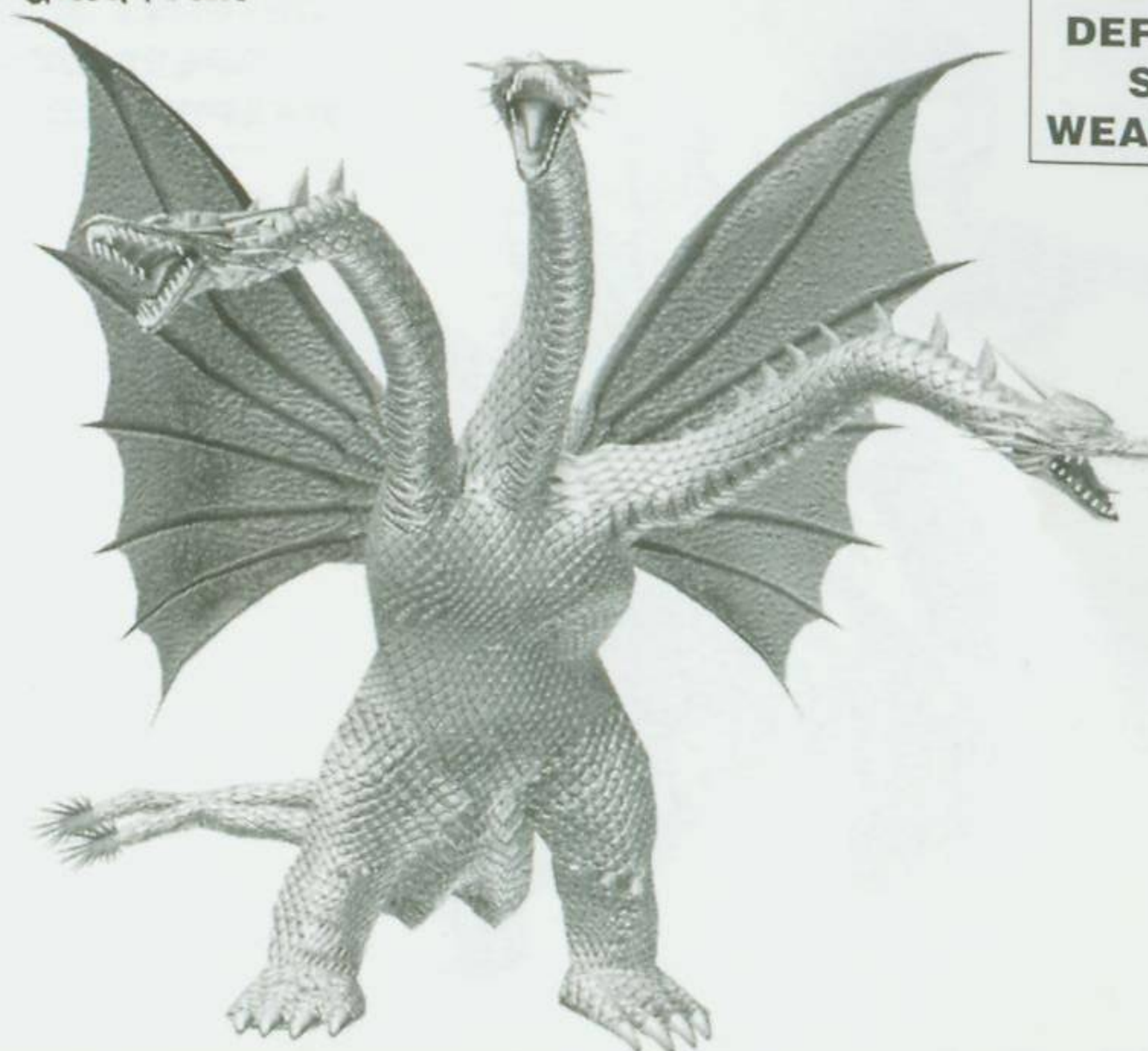
## Godzilla® 2000



ATTACK	
DEFENSE	
SPEED	
WEAPONS	

EDGED ATTACKS	
Bite	Press <b>A button</b> , <b>A button</b> , <b>A button</b>
Running Punch	While running, press <b>A button</b>
Single Hammerfist	Press toward opponent + <b>A button</b>
Uppercut	Press down + <b>A button</b>
Overhand Attack	Press up + <b>A button</b>
Double Kick	Press away from opponent + <b>X button</b>
BLUNT ATTACKS	
Stomp	Press down + <b>X button</b>
Headbutt	Press toward opponent + <b>X button</b>
Double Hammerfist	Press away from opponent + <b>A button</b>
Tail Reverse	Press away from opponent + <b>B button</b>
Tail Uppercut	Press toward opponent + <b>B button</b>
Tail Whip	Press up + <b>B button</b>
Tail Sweep	Press down + <b>B button</b>
Tail Slam	With opponent to the rear, press <b>B button</b>
ENERGY ATTACKS	
Atomic Breath	Press and hold <b>Black button</b> to charge; release to fire
Atomic Fireball	Tap <b>Black button</b> (requires 60% energy)
Atomic Shockwave	While in Rage Mode, press <b>A button</b> + <b>B button</b>

## King Ghidorah™



ATTACK	
DEFENSE	
SPEED	
WEAPONS	

EDGED ATTACKS	
Woodsplitter	Press toward opponent + <b>A button</b>
Tail Reverse	Press away from opponent + <b>B button</b>
Tail Uppercut	Press toward opponent + <b>B button</b>
Tail Sweep	Press down + <b>B button</b>
BLUNT ATTACKS	
Overhead Lunge	Press away from opponent + <b>A button</b>
Triple Uppercut	Press down + <b>A button</b>
Flying Bodyslam	While flying, press <b>X button</b>
Double Kick	Press away from opponent + <b>X button</b>
ENERGY ATTACKS	
Triple Lightning	Press and hold <b>Black button</b> to charge; release to fire
Lightning Blast	While flying, tap <b>Black button</b> (requires 40% energy)
Hurricane Winds	While flying, press and hold <b>A button</b> + <b>B button</b>
Deathstorm	While in Rage mode, press <b>A button</b> + <b>B button</b>
MISCELLANEOUS MOVES	
Flight	Hold the <b>right trigger</b> to fly
Blunting Winds	Press up + <b>X button</b>
Tail Grab	With an opponent to the rear or side, press <b>A button</b> + <b>X button</b> or <b>White button</b>
RESISTANCE	
Blunt Attacks	King Ghidorah™ takes less damage and knockback from blunt attacks

Gigan™



ATTACK	
DEFENSE	
SPEED	
WEAPONS	

Rodan™



ATTACK	
DEFENSE	
SPEED	
WEAPONS	

#### EDGED ATTACKS

Hammerclaw	Press toward opponent + <b>A</b> button
Buzzsaw Lunge	Press away from opponent + <b>A</b> button
Claw Uppercut	Press down + <b>A</b> button
Lunging Double Kick	Press up + <b>X</b> button
Twirling Power Blades	Press toward opponent + <b>B</b> button
Spike Roll	Press down + <b>B</b> button
Double Downward Strike	Press up + <b>B</b> button
Buzzsaw Swoop	While jumping or teleporting, press <b>B</b> button
Whirlwind Assault	While in Rage mode, press <b>A</b> button + <b>B</b> button

#### BLUNT ATTACKS

Wrestler's Kick	Press away from opponent + <b>X</b> button
Slugger	Press away from opponent + <b>B</b> button

#### ENERGY ATTACKS

Laser Eye	Press and hold the <b>Black</b> button to charge; release to fire
Shotgun Burst	Tap the <b>Black</b> button (requires 40% energy)

#### MISCELLANEOUS MOVES

Teleport	Press <b>left trigger</b> + <b>right trigger</b> to teleport forward a short distance
Teleport Ambush	Press and hold <b>left trigger</b> + <b>right trigger</b> to teleport behind nearest opponent
Berzerker	While attacking with <b>B</b> button strikes, Gigan™ ignores weak attacks

#### EDGED ATTACKS

Swing Sweep	Press away from opponent + <b>X</b> button
Air Stomp	Press down + <b>X</b> button
Bicycle Uppercut	Press up + <b>X</b> button
Flying Hook Attack	Press up + <b>B</b> button
Flying Sweep	Press down + <b>B</b> button

#### BLUNT ATTACKS

Delayed Two-fist Strike	Press away from opponent + <b>A</b> button
Head Smack	Press toward opponent + <b>A</b> button
Overhead Wing Rake	Press up + <b>A</b> button
Flying Windshear	Press toward opponent + <b>B</b> button

#### ENERGY ATTACKS

Uranium Heat Beam	Press and hold the <b>Black</b> button to charge; release to fire
Flying Uranium Beam	Tap the <b>Black</b> button while flying (requires 30% energy)
Heat Spiral	While in Rage Mode, press <b>A</b> button + <b>B</b> button

#### MISCELLANEOUS MOVES

Advanced Flight	Hold the <b>right trigger</b> to fly. Advanced flight drains no energy for three seconds
Flying Wind Knockdown	Press away from opponent + <b>B</b> button

#### WEAKNESS

Edged Attacks	Edged attacks deal extra damage and confer additional knockback to Rodan™
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## Mecha-King Ghidorah™



ATTACK	■■■■■
DEFENSE	■■■■■
SPEED	■■■■■
WEAPONS	■■■■■

### EDGED ATTACKS

Woodsplitter	Press toward opponent + <b>A</b> button
Tail Reverse	Press away from opponent + <b>B</b> button
Tail Uppercut	Press toward opponent + <b>B</b> button
Tail Sweep	Press down + <b>B</b> button

### BLUNT ATTACKS

Lunge Smash	Press away from opponent + <b>A</b> button
Triple Uppercut	Press down + <b>A</b> button
Flying Bodyslam	While flying, press <b>X</b> button
Overhead Kick	Press up + <b>X</b> button

### ENERGY ATTACKS

Triple Gravity Beams	Press and hold the <b>Black</b> button to charge; release to fire
Lightning Burst	While flying, tap <b>Black</b> button (requires 40% energy)
Hurricane Winds	While flying, press and hold <b>B</b> button
Deathstorm	While in Rage Mode, press <b>A</b> button + <b>B</b> button

### MISCELLANEOUS MOVES

Tasers	Tap the <b>Black</b> button (requires Ammunition)
Absorption Shield	Press and hold <b>Y</b> button

### RESISTANCE

Edged Attacks	Mecha-King Ghidorah™ takes less damage and knockback from edged attacks
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### WEAKNESS

Energy Attacks	Mecha-King Ghidorah™ takes tremendous damage from unblocked energy attacks
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## Destoroyah™



ATTACK	■■■■■
DEFENSE	■■■■■
SPEED	■■■■■
WEAPONS	■■■■■

### EDGED ATTACKS

Horn Stab	Press <b>A</b> button, <b>A</b> button, <b>A</b> button
Rising Knee	Press toward opponent + <b>X</b> button
Double Foot Swoop	Press up + <b>X</b> button
Jump Kick	While jumping, press <b>X</b> button
Tail Reverse	Press away from opponent + <b>B</b> button

### BLUNT ATTACKS

Heavy Hammerfist	Press away from opponent + <b>A</b> button
Dual Wing Rake	Press toward opponent + <b>A</b> button
Uppercut	Press down + <b>A</b> button
Stomp	Press down + <b>X</b> button

### ENERGY ATTACKS

Horn Katana	Press <b>B</b> button for unblockable Horn Katana attacks
Horn Katana Charge	Press toward opponent + <b>B</b> button (requires 25% energy)
Horn Katana Sweep	Press down + <b>B</b> button
Sky to Ground Katana	Press up + <b>B</b> button (requires 30% energy)
Micro Oxygen Spray	Press and hold <b>Black</b> button to charge; release to fire
Oxygen Absorber	Tap the <b>Black</b> button (requires 40% energy)
Oxygen Destroyer	While in Rage Mode, press <b>A</b> button + <b>B</b> button



ATTACK	■■■■■
DEFENSE	■■■■■
SPEED	■■■■■
WEAPONS	■■■■■

EDGED ATTACKS	
Roundhouse Kick	Press toward opponent + <b>X</b> button
Double Kick	Press away from opponent + <b>X</b> button
BLUNT ATTACKS	
Overhand	Press away from opponent + <b>A</b> button
Double Hammerfist	Press toward opponent + <b>A</b> button
Uppercut	Press down + <b>A</b> button
Spin Punch	Press up + <b>A</b> button
ENERGY ATTACKS	
Plasma Cannon	Press <b>B</b> button
Laser Beam Eyes	Press and hold <b>Black</b> button to charge; release to fire
Rocket Fingers	Tap <b>Black</b> button (requires Ammunition)
Jet Sweep	Press down + <b>B</b> button (with rear opponent press <b>B</b> button)
Plasma Finisher	Press away from opponent + <b>B</b> button
Plasma Uppercut	Press up + <b>B</b> button
MISCELLANEOUS MOVES	
Flight	Hold <b>right trigger</b> to fly
RESISTANCE	
Edged Attacks	Mechagodzilla™ takes less damage and knockback from edged attacks

## HINTS AND TIPS

- The Monsters in **Godzilla®: Destroy All Monsters Melee** are all unique. You must practice with each monster to find its strengths and weaknesses. All of the monsters can be powerhouses when played to their full potential.
- Learning when to run and when to walk is a key strategy to master. Running monsters move much faster, but cannot grab opponents or fire their weapons. Press the **left trigger** or click the **left thumbstick** to run.
- Attacks can deal edged, blunt or energy damage. Learn to recognize the different types of attacks by the uniquely colored flashes they create on impact. Each monster reacts differently to each of the three damage types, so experiment!
- All monsters have special attacks not listed in their printed move lists, so experiment with different button combinations and thumbstick positions. Try attacking while in mid-jump, or when an opponent is behind you.
- Avoiding attacks is often the best way to survive. Use ducks and jumps to avoid attacks entirely if possible, and seek shelter to avoid energy strikes.
- All blocks have a counter — remember to use sweeps, energy attacks and overhead strikes if you face an opponent who is adept at blocking.
- If you grab while ducking, you will try to pick up buildings, even when very near another monster.
- Monsters that are off the ground cannot be grabbed. Sometimes jumping/flying is the best way to avoid a grab.
- If your monster is grabbed, mash the attack buttons — you may break free before your opponent has an opportunity to throw you!
- Charging up your primary beam weapon is very important. A small charge will damage opponents only slightly and will interrupt some attacks. A 50% charge or more will interrupt any attack, and knock monsters out of the air. A 100% charge will knock your opponents down and deliver MASSIVE damage.
- Energy weapons can be very powerful, especially when you're on the receiving end. Remember that blocking monsters, or

monsters lying prone on the ground, take only half damage from energy attacks.

- To auto-target enemies in the air, press and hold the **right trigger** while firing your primary weapon. Use the **right thumbstick** to override auto-targeting.
- Try using the **right thumbstick** to move your monster's head around, even when not firing a weapon.
- When in Rage Mode, monsters deal 120% normal damage. They also deal additional knockback power with every strike. This is especially significant in Melee Mode, in which knock-downs score points!
- The human military (Tanks, Helicopters, Freeze Tanks) will attack the monster that has inflicted the most damage on the city. Some buildings cause more damage when destroyed, so play in Destruction Mode to find out which buildings will make the military come running the fastest.
- The Vortaak (the alien enemies in the game) have constructed green containment fences around the perimeter of each arena. These energy barriers will not cause damage to your monster, but they can be used to corner an opponent and chain multiple attacks for increased damage.
- Hedorah™, the smog monster, appears randomly in human cities, and will dramatically reduce your energy regeneration rate. Shoot down Hedorah™ to eliminate his poisonous effects.

## CREDIT'S

### INFOGRAMES

#### Original Concept and Design

Kirby Fong  
Mark Crowe  
(Pipeworks)

#### Studio Senior V.P.

Jean-Philippe Agati

#### V.P. Product Development

Steve Ackrich

#### Executive Producer

John Hight

#### Producer

Kirby Fong

#### Technical Director (L.A. Studio)

Greg Marquez

#### V.P. of Marketing

Steve Allison

#### Director of Marketing

Jean Raymond

#### Brand Manager

Scott McCarthy

#### Director of MarComm

Kristine Keever

#### Senior Art Director (Marketing Collateral)

Dave Gaines

#### Executive Producer On-Line

Jon Nelson

#### Senior Producer On-Line

Kyle Peschel

#### Senior Designer On-Line

Micah Jackson

#### Senior Programmer On-Line

Monkey Burns

#### Sunnyvale Engineering Services

Luis Rivas  
Ken Edwards

#### Director of Publishing Support

Michael Gilmartin

#### V.P. Quality Assurance and Technical Support

Bob Foscolo

#### Director of Quality Assurance, North America

Michael Craighead

#### Q.A. Testing Supervisors

Donny Clay  
Jeff Loney  
Ezequiel "Chumpy" Nunez

#### Lead Tester

Chris "Bad Attitude" Dawson

#### Assistant Lead Tester

Juan L. Sanchez "-illa"

#### Testers

"Mecha" Daniyel Garcia  
Ted "Silent Ted" Tomasko  
Ken Moodie  
Paco "Trunks" Youngel  
Randy Thodas  
Eric "Shorttimer" Rees  
Scott Barnes  
Chris Salings  
Brandon Perry  
Kory O'Daniels  
Howell Selburn

#### 3rd Party Strategic Relations

Happy, Happy, Joy, Joy Schneer

#### PR Manager

Matt Frary

#### Licensing

Tim Campbell  
Mark T. Morrison

#### Legal Counsel

Travis Stansbury  
Steve Madsen

#### Director of Creative Services

Steve Martin

#### Director of Editorial & Documentation Services

Elizabeth Mackney

#### Graphic Designer

Patrick Loughlin

#### Documentation Specialist

Ross Edmond

**Copywriter**  
Paul Collin

**Toho Co., Ltd.**  
Shozo Watanabe  
Masaharu Ina  
Tetsushi Sudo

**Special Thanks**  
Lisa Leong  
Dave "Slappy"  
Brown  
Rafael Curulla  
Patricia Swanson  
Matthew "Brit"  
Guzenda  
Lisette Laboy  
Lorraine Garcia  
Alex Jones  
Mr. Soop  
Who is Mr. Soop???  
Shawn "Beanie"  
Monroe  
Cecelia Hernandez  
Kenny "G" eorge  
Heather Hall  
"JC"  
Tim Hess  
Steve "Fudge"  
Cavazos  
Elsie DeRivas  
Laddie Ervin  
Simon Miller and  
the guys at CRUSH  
Cory Eiland  
Stephan M. Nelson  
All members of the  
Icy-Hot Cube  
Barry "McKokiner"  
Kearns  
PB&J Sandwiches

**And Much Suga For...**  
Kurt Busch  
Francois Lourdin  
Alex Cabal  
Stacy Lawrence

## **PIPEWORKS SOFTWARE, INC.**

### **Godzilla Development Team**

Rhett Anderson  
Brian Apgar  
Robert Caracol  
Ron Clayborn  
Mark Crowe  
Dan Duncalf  
Terry Farnham  
Jarrett Jester  
Mike McGrath  
Mark Santesson  
Solomon Sliwinski  
Simon Strange  
Edwin Sutiono  
Ryan Trowbridge  
Dan White

### **Additional Work By**

Bill Barrett  
Josh Bradley  
Douglass Brashear  
Barry Drew  
Eric Fenstermaker  
Gerald Harrison  
Lance Hildebrand  
Curtis E.A. Karnow  
Caitlin LeDuc  
Vance Naegle  
Brian Peck  
Connor M.  
Salisbury  
T.J. Stamm  
Tim Underwood

### **Sound Effects**

Timothy Steven Clarke

### **Musical Score**

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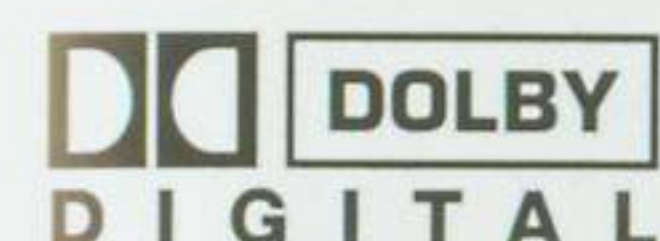
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